

 Search Results

[BROWSE](#)

[SEARCH](#)

[IEEE XPLORE GUIDE](#)

Results for "( peer-to-peer<in>metadata ) <and> ( time zone<in>metadata ) <and> ( total available space<in>metadata )"  e-mail

Your search matched 0 of 1144303 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

[View Session History](#)

[New Search](#)

» Key

IEEE JNL IEEE Journal or Magazine

IEEE JNL IEEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEEE CNF IEEE Conference Proceeding

IEEE STD IEEE Standard

Modify Search

( peer-to-peer<in>metadata ) <and> ( time zone<in>metadata ) <and> ( total available space<in>metadata ) >>

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.



Terms used

peer to peer and available time zone and total available space

Found 88,261 of 153,034

Sort results by

relevance ☒

Save results to a Binder

Try an Advanced Search

Try this search in The ACM Guide

Display results

expanded form ☒

Search Tips

☐ Open results in a new window

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐

## 1 [A survey of peer-to-peer content distribution technologies](#)

Stephanos Androutsellis-Theotokis, Diomidis Spinellis

December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4

Full text available: pdf(517.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance. Content distribution is an important peer-to-peer application ...

**Keywords:** Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

## 2 [A scalable content-addressable network](#)

Sylvia Ratnasamy, Paul Francis, Mark Handley, Richard Karp, Scott Schenker

August 2001 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 31 Issue 4

Full text available: pdf(155.64 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Hash tables - which map "keys" onto "values" - are an essential building block in modern software systems. We believe a similar functionality would be equally valuable to large distributed systems. In this paper, we introduce the concept of a Content-Addressable Network (CAN) as a distributed infrastructure that provides hash table-like functionality on Internet-like scales. The CAN is scalable, fault-tolerant and completely self-organizing, and we demonstrate its scalability, robustness and low ...

## 3 [Overlays: Peer-to-peer information retrieval using self-organizing semantic overlay networks](#)

Chunqiang Tang, Zhichen Xu, Sandhya Dwarkadas

August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**

Full text available: pdf(278.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Content-based full-text search is a challenging problem in Peer-to-Peer (P2P) systems. Traditional approaches have either been centralized or use flooding to ensure accuracy of the results returned. In this paper, we present pSearch, a decentralized non-flooding P2P information retrieval system. pSearch distributes document indices through the P2P network based on document semantics generated by Latent Semantic Indexing (LSI). The search cost (in terms of different nodes searched and data transmi ...

**Keywords:** information retrieval, overlay network, peer-to-peer system

4 Dimensionality reduction: On scaling latent semantic indexing for large peer-to-peer systems

Chunqiang Tang, Sandhya Dwarkadas, Zhichen Xu

July 2004 **Proceedings of the 27th annual international conference on Research and development in information retrieval**

Full text available:  pdf(208.57 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The exponential growth of data demands scalable infrastructures capable of indexing and searching rich content such as text, music, and images. A promising direction is to combine information re-trieval with peer-to-peer technology for scalability, fault-tolerance, and low administration cost. One pioneering work along this di-rection is pSearch [32, 33]. pSearch places documents onto a peer-to- peer overlay network according to semantic vectors produced using Latent Semantic Indexing (LSI). The ...

**Keywords:** dimensionality reduction, latent semantic indexing, peer-to-peer IR

5 Astrolabe: A robust and scalable technology for distributed system monitoring, management, and data mining

Robbert Van Renesse, Kenneth P. Birman, Werner Vogels

May 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 2

Full text available:  pdf(341.62 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)s, [index terms](#)

Scalable management and self-organizational capabilities are emerging as central requirements for a generation of large-scale, highly dynamic, distributed applications. We have developed an entirely new distributed information management system called Astrolabe. Astrolabe collects large-scale system state, permitting rapid updates and providing on-the-fly attribute aggregation. This latter capability permits an application to locate a resource, and also offers a scalable way to track sys ...

**Keywords:** Aggregation, epidemic protocols, failure detection, gossip, membership, publish-subscribe, scalability

6 Traffic characterization: An analysis of live streaming workloads on the internet

Kunwadee Sripanidkulchai, Bruce Maggs, Hui Zhang

October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement**

Full text available:  pdf(3.51 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we study the live streaming workload from a large content delivery network. Our data, collected over a 3 month period, contains over 70 million requests for 5,000 distinct URLs from clients in over 200 countries. To our knowledge, this is the most extensive data of live streaming on the Internet that has been studied to date. Our contributions are two-fold. First, we present a macroscopic analysis of the workload, characterizing popularity, arrival process, session duration, an ...

**Keywords:** content delivery networks, live streaming

7 Technical papers: 4+4: an architecture for evolving the Internet address space back toward transparency

Zoltán Turányi, András Valkó, Andrew T. Campbell

October 2003 **ACM SIGCOMM Computer Communication Review**, Volume 33 Issue 5

Full text available:  pdf(521.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)s

We propose 4+4, a simple address extension architecture for Internet that provides an evolutionary approach to extending the existing IPv4 address space in comparison to more complex and disruptive approaches best exemplified by IPv6 deployment. The 4+4

architecture leverages the existence of Network Address Translators (NATs) and private address realms, and importantly, enables the return to end-to-end address transparency as the incremental deployment of 4+4 progresses. During the transition t ...

8 A formal perspective on the view selection problem

Rada Chirkova, Alon Y. Halevy, Dan Suciu

November 2002 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 11 Issue 3

Full text available:  [pdf\(329.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)


The view selection problem is to choose a set of views to materialize over a database schema, such that the cost of evaluating a set of workload queries is minimized and such that the views fit into a prespecified storage constraint. The two main applications of the view selection problem are materializing views in a database to speed up query processing, and selecting views to materialize in a data warehouse to answer decision support queries. In addition, view selection is a core problem for i ...

**Keywords:** Materialized views, View selection

9 Peer-to-peer: Graph-theoretic analysis of structured peer-to-peer systems: routing distances and fault resilience

Dmitri Loguinov, Anuj Kumar, Vivek Rai, Sai Ganesh

August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**

Full text available:  [pdf\(289.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper examines graph-theoretic properties of existing peer-to-peer architectures and proposes a new infrastructure based on optimal diameter de Bruijn graphs. Since generalized de Bruijn graphs possess very short average routing distances and high resilience to node failure, they are well suited for structured peer-to-peer networks. Using the example of Chord, CAN, and de Bruijn, we first study routing performance, graph expansion, and clustering properties of each graph. We then examine bi ...

**Keywords:** DHT, de Bruijn, graph theory, modeling, peer-to-peer

10 Publish/subscribe: Meghdoot: content-based publish/subscribe over P2P networks

Abhishek Gupta, Ozgur D. Sahin, Divyakant Agrawal, Amr El Abbadi

October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware**


Full text available:  [pdf\(296.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Publish/Subscribe systems have become a prevalent model for delivering data from producers (publishers) to consumers (subscribers) distributed across wide-area networks while decoupling the publishers and the subscribers from each other. In this paper we present Meghdoot, which adapts content-based publish/subscribe systems to Distributed Hash Table based P2P networks in order to provide scalable content delivery mechanisms while maintaining the decoupling between the publishers and the subscrib ...

11 Peer-to-peer: The impact of DHT routing geometry on resilience and proximity

K. Gummadi, R. Gummadi, S. Gribble, S. Ratnasamy, S. Shenker, I. Stoica

August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**

Full text available:  [pdf\(442.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The various proposed DHT routing algorithms embody several different underlying routing *geometries*. These geometries include hypercubes, rings, tree-like structures, and butterfly networks. In this paper we focus on how these basic geometric approaches affect the resilience and proximity properties of DHTs. One factor that distinguishes these geometries is the degree of *flexibility* they provide in the selection of neighbors and routes. Flexibility is an important factor in achievin ...

**Keywords:** DHT, flexibility, routing geometry

12 Session 7: Fault-tolerant routing in peer-to-peer systems

James Aspnes, Zoë Diamadi, Gauri Shah

July 2002 **Proceedings of the twenty-first annual symposium on Principles of distributed computing**

Full text available:  pdf(1.01 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We consider the problem of designing an overlay network and routing mechanism that permits finding resources efficiently in a peer-to-peer system. We argue that many existing approaches to this problem can be modeled as the construction of a random graph embedded in a metric space whose points represent resource identifiers, where the probability of a connection between two nodes depends only on the distance between them in the metric space. We study the performance of a peer-to-peer system when ...

13 Interactive simulation of fire in virtual building environments

Richard Bukowski, Carlo Séquin

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**


Full text available:  pdf(287.97 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** information visualization, interactive techniques, scientific visualization, simulation, virtual reality, virtual/interactive environments

14 Dynamic services and analysis: Make it fresh, make it quick: searching a network of personal webservers

Mayank Bawa, Roberto J. Bayardo, Sridhar Rajagopalan, Eugene J. Shekita

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available:  pdf(500.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Personal webservers have proven to be a popular means of sharing files and peer collaboration. Unfortunately, the transient availability and rapidly evolving content on such hosts render centralized, crawl-based search indices stale and incomplete. To address this problem, we propose YouSearch, a distributed search application for personal webservers operating within a shared context (e.g., a corporate intranet). With YouSearch, search results are always fast, fresh and complete -- properties we ...

**Keywords:** P2P, decentralized systems, information communities, intranet search, peer-to-peer networks, web search

15 Routing: SHARP: a hybrid adaptive routing protocol for mobile ad hoc networks

Venugopalan Ramasubramanian, Zygmunt J. Haas, Emin Gün Sirer

June 2003 **Proceedings of the 4th ACM international symposium on Mobile ad hoc networking & computing**

Full text available:  pdf(364.00 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


A central challenge in ad hoc networks is the design of routing protocols that can adapt their behavior to frequent and rapid changes in the network. The performance of proactive and reactive routing protocols varies with network characteristics, and one protocol may outperform the other in different network conditions. The optimal routing strategy depends on the underlying network topology, rate of change, and traffic pattern, and varies dynamically. This paper introduces the Sharp Hybrid Adapt ...

**Keywords:** ad hoc networks, adaptive, hybrid

## Mobile computing: A serverless 3D world

Egemen Tanin, Aaron Harwood, Hanan Samet, Sarana Nutanong, Minh Tri Truong

November 2004 **Proceedings of the 12th annual ACM international workshop on Geographic information systems**

Full text available:  pdf(342.23 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Online multi-participant virtual-world systems have attracted significant interest from the Internet community but are hindered by their inability to efficiently support interactivity for a large number of participants. Current solutions divide a large virtual-world into a few mutually exclusive zones, with each zone controlled by a different server, and/or limit the number of participants per server or per virtual-world. Peer-to-Peer (P2P) systems are known to provide excellent scalability i ...

**Keywords:** distributed hash tables, peer-to-peer systems, spatial data, virtual-worlds

## 17 Streaming: Comparison of delivery architectures for immersive audio in crowded networked games

Paul Boustead, Farzad Safaei

June 2004 **Proceedings of the 14th international workshop on Network and operating systems support for digital audio and video**

Full text available:  pdf(1.49 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper examines appropriate network and server infrastructures for the provision of a realistic audio scene from the perspective of avatars in large-scale virtual environments. The audio scene of each avatar combines the voices and other sources of sound in the vicinity of the avatar, spatially placed, attenuated according to distance from the listener, and addition of sound effects to reflect the acoustic characteristics of the environment. We examine a range of delivery options including c ...

**Keywords:** massively multiplayer games, network and server architectures, scalable immersive audio, virtual environments

## 18 Integrating E-Commerce and Games

Nizami Cummins

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

Full text available:  pdf(98.96 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper investigates how many users of commercial interactive systems are not properly agents within the interactive narrative, largely due to the dynamics of branding in cyberspace. Parallels are drawn between the dynamic personalization of e-CRM engines and context aware computing systems. Several seminal games are discussed as examples of systems in which very different relationships exist between users and the system. Arguments are made for designing e-commerce interactive systems that in ...

**Keywords:** Agency, Brand, Context awareness, E-commerce, Games, Interaction design, Narrative, Simulation, User, e-CRM

## 19 Wireless and mobility: Habitat monitoring: application driver for wireless communications technology

Alberto Cerpa, Jeremy Elson, Deborah Estrin, Lewis Girod, Michael Hamilton, Jerry Zhao

April 2001 **ACM SIGCOMM Computer Communication Review**, Volume 31 Issue 2 supplement

Full text available:  pdf(2.46 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)


As new fabrication and integration technologies reduce the cost and size of micro-sensors and wireless interfaces, it becomes feasible to deploy densely distributed wireless networks of sensors and actuators. These systems promise to revolutionize biological, earth, and environmental monitoring applications, providing data at granularities unrealizable by other means. In addition to the challenges of miniaturization, new system architectures and new network algorithms must be developed to transf ...

**Keywords:** applications, low-power wireless, sensor networks, testbeds

## 20 Network infrastructure for massively distributed games

Daniel Bauer, Sean Rooney, Paolo Scotton

April 2002 **Proceedings of the 1st workshop on Network and system support for games**

Full text available:  [pdf\(171.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The popularity of hypertext documents led to the need for specific network infrastructure elements such as HTML caches, URL-based switches, web-server farms, and as a result created several new industries as companies rushed to fill that need. We contend that massive distributed games will have a similar impact on the Internet and will require similar dedicated support. This paper outlines some initial work on prototyping such support. Our approach is to combine highlevel game specific logic and ...

**Keywords:** massively distributed games, network infrastructure, network processors

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2005 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)